

Fig. 1

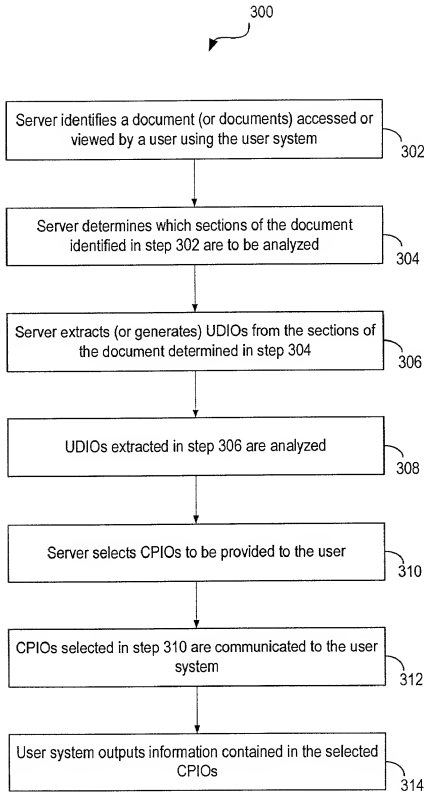


Fig. 3

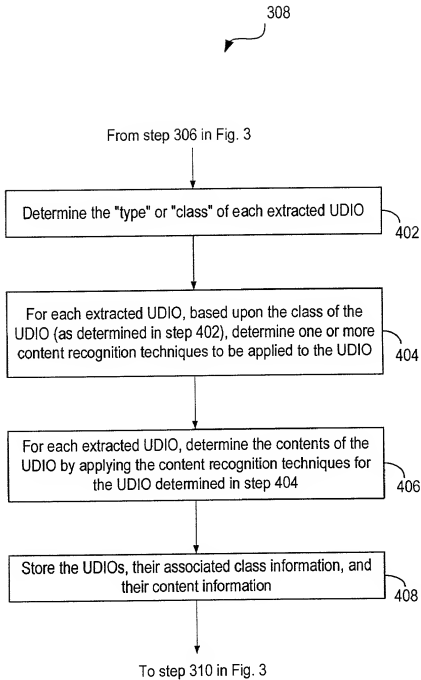
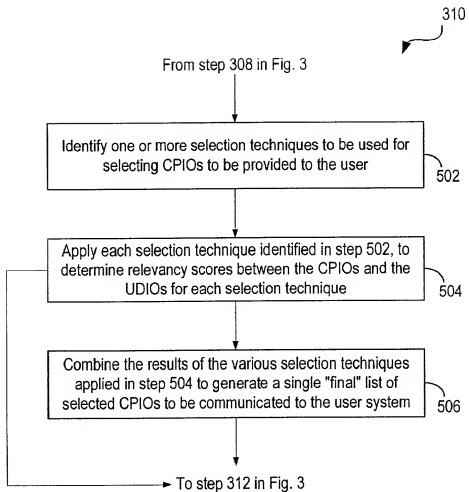


Fig. 4

**Fig. 5**

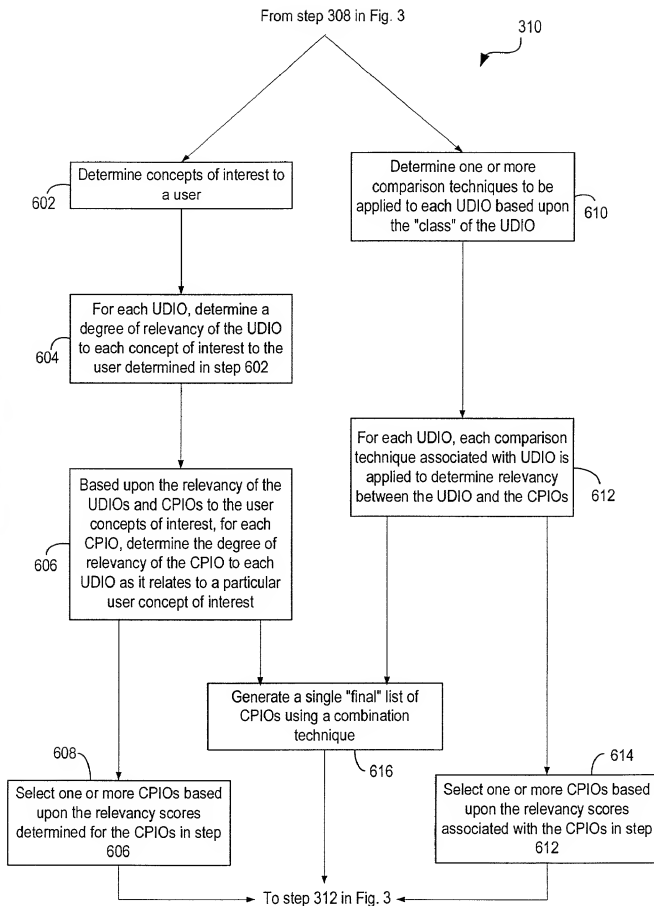


Fig. 6

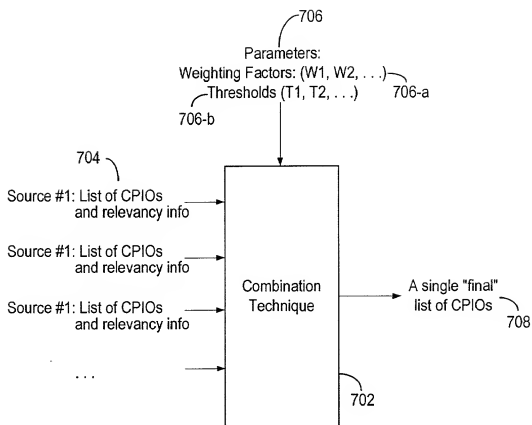


Fig. 7

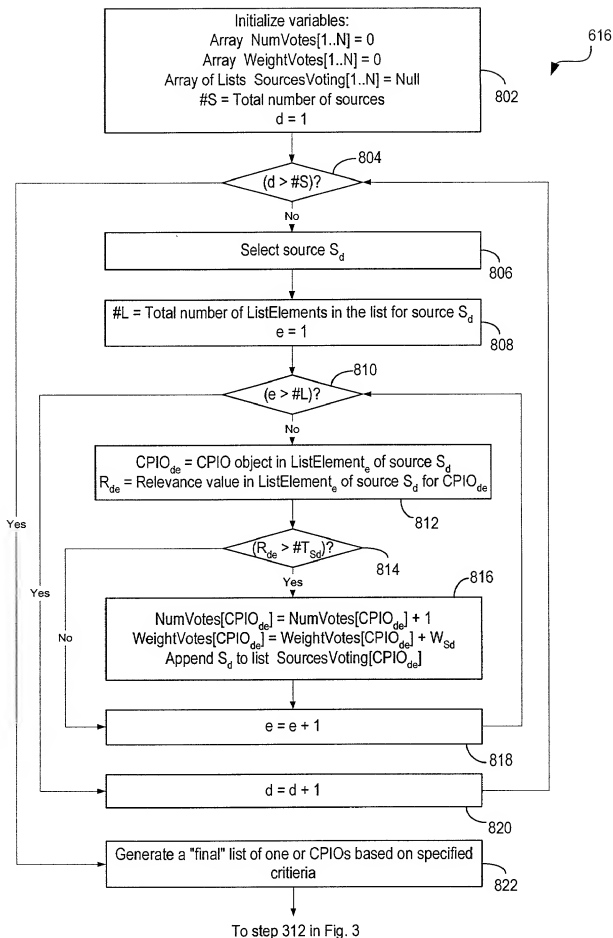


Fig. 8

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The Design of a Wearable Computer

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Abstract

The design process used to produce an innovative computer system is presented. The computer system that resulted from the process uses a circular motif both for the user interface and the input device. The input device is a dial and the user interface is visually organized around the concept of a circle. The design process itself proceeded in the presence of a great many constraints and we discuss these constraints and how an innovative design was achieved in spite of the constraints.

Keywords

Wearable computers, input devices, body worn computers, user center design, integrated product teams

Further Reading

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 Robert War. (25%)
 Smart Clothing. (54%)

Fig. 9A

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Cyborg Seeks Community

Meet one of the creators of wearable computing and join him in his search for like-minded folks to live in an augmented reality.

By Steve Mann

People find me peculiar. They think it's odd that I spend most of my waking hours wearing night or nine Internet-connected computers sewn into my clothing and that I wear opaque wrap-around glasses day and night, inside and outdoors. They find it odd that to sustain wireless communications during my travels, I will climb to the hotel roof to rig my room with an antenna and Internet connection. They wonder why I sometimes seem detached and lost, but at other times I exhibit vast knowledge of their specialty. A physicist once

Further Reading

The Design of. (88%)
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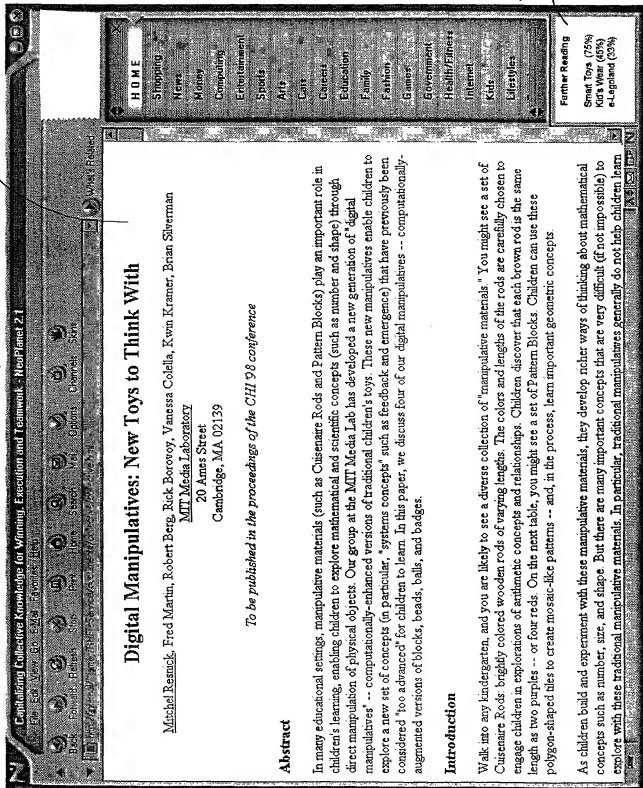


Fig. 9c